

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Drusilia Galanodel PLAYER

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Elf	Mystic	F	65	55 kg	1.75 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS				INNATE SKILL			
STR	-2	+0	-2	LVL	3	XP		AP	21	Elegant Mastery: Elves are naturally gifted in mastering the use of abilities. Once per day, you can freely use any acquired ability, including those currently recharging or those with a usage limit reached.	
DEX	+0	+0	+0	Hit Dice	1D6	Init	10+DEX+0Bonus				
CON	-3	+0	-3	HP	12		/				
INT	+5	+0	+5	MP	2x(MD+LVL) 16		/				
WIS	+2	+0	+2	Outfit	Arcane						
CHA	+4	+0	+4	Over-Outfit						Critical failure	Critical success
										1	18 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	 3	3	+0	+0	10	Resistances	Lightning, Earth, Wind
MAG	10 +	 2	3	+1	+0	16	Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test		Damages
SET 1	Sceptre Arcanique		D20 + INT + 2 + LVL	+10	2 D 4 +
	Grimoire	+3 Atq MAG	D20 + + + LVL		D +
SET 2	Main Hand ou 2 Handed		D20 + + + LVL		D +
	Off Hand		D20 + + + LVL		D +

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	Drusilia Galanodel	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE	
Arcane	☐	Mystic	

Def PHY	+0	Def MAG	+1	Resistances	Lightning, Earth, Wind						
Durability	M5X	☐	☐	☐	☐	☐	☐	☐	☐	Weaknesses	

ABILITIES

☐ Arcane Shield C - MA - SUPPORT The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield. ☐ LVL 3: Reduces damage taken by 1d20. ☐ LVL 5: Reduces damage taken by 2d20 and increases cost to 2 MP. ☐ LVL 7: Reduces damage taken by 3d20.	☐ Magic Projectile C - A - MAG (INT) - 50m The character can launch a Magic Projectile, dealing 1d6+1 magical damage for 1 PM. ☐ LVL 2: Damage increases to 2d6+1. ☐ LVL 4: Damage increases to 2d6+3, cost increases to 2 MP. ☐ LVL 6: Damage increases to 2d8+5.
☐ Teleportation PC - M - SUPPORT The character can teleport instantly without suffering an attack of opportunity to a visible location within a 10 meter radius for 1 MP. ☐ LVL 3: Increases the range to 15 meters. ☐ LVL 5: Can teleport an ally in contact with him, the cost increases to 2 MP. ☐ LVL 7: Increases range to 20 meters and can teleport two allies in contact with him, cost increases to 3 MP.	☐ Arcane Regeneration C - MA - SUPPORT The character regains 1d4 mana points (MP). Limitation: 2 / Day ☐ LVL 3: Regeneration increases to 2d4 MP. ☐ LVL 5: Regeneration increases to 2d6 MP. ☐ LVL 7: Regeneration increases to 2d8 MP.
☐ Arcane Explosion C - MA - MAG (INT) The character can create an Arcane Explosion, dealing 1d4 magical damage to all enemies within a 5-meter radius for a cost of 1 MP. The character makes a single magic attack test compared to the MAG Def of each enemy in the area. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 2d4, cost increases to 2 MP. ☐ LVL 4: Damage increases to 2d6, cost increases to 3 MP. ☐ LVL 6: Damage increases to 2d8, cost increases to 4 MP.	☐ Temporal Distortion C - MA - SUPPORT The character can create a temporal distortion around an ally or themselves for a cost of 3 MP and for 1 full round. When an opponent attacks, they must make 2 attack tests and keep the lower result. If the adversary's action fails, the temporal distortion immediately dissipates. Cooldown: 2 round(s) ☐ LVL 2: The temporal distortion dissipates after 1 full round or 2 failed adversary attacks. ☐ LVL 4: The temporal distortion lasts for 2 full rounds, and the cost increases to 4 MP. ☐ LVL 6: The temporal distortion lasts for 2 full rounds or dissipates immediately after 4 failed adversary attacks, and the cost increases to 5 MP.
☐ Energy Siphon C - A - MAG (INT) The character can drain the magical energy from an enemy for a cost of 1 MP, dealing 1d4 magical damage and absorbing 1d4-1 MP from the targeted enemy. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 1d6+1, and MP theft to 1d4+1. ☐ LVL 4: Damage increases to 2d6+1, cost increases to 2 MP, and MP theft to 2d4+1. ☐ LVL 6: Damage increases to 2d8+1, cost increases to 3 MP, and MP theft to 2d6+1.	☐ Protection Screen C - MA - SUPPORT The character can create a Protection Screen around an ally for a cost of 1 MP, increasing their Def MAG. For 2 rounds, the ally gains a +1 bonus to their Def MAG. Cooldown: 2 round(s) ☐ LVL 3: The Def MAG bonus increases to +2. ☐ LVL 5: The Def MAG bonus increases to +3, cost increases to 2 MP. ☐ LVL 7: The Def MAG bonus increases to +4, cost increases to 3 MP.